
Subject: TiBeRiaN eVoLuTioN X9 is up for d/l
Posted by [Anonymous](#) on Mon, 24 Jun 2002 18:46:00 GMT
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Oh my god. Tiberian Evolution is dead now! Did you even playtest this? AT ALL? -First off, THE WALL OF THE GDI BASE IN WARZONE IS NONEXISTANT! That's right there is NO right wall of the GDI base, so you can just walk off into infinite nothing. -You killed 2 great maps, There are now only 2 maps in the Mod (That team DM one was stupid). -The new Tesla Tank model looks foolish. -Mirage Tank is useless. And looks pretty bad. -SSM launcher is now useless and looks REALLY crappy. -Heavy Tank model is good, but the turret floats from the body and is not connected. -The Commando is so oevempowered its sick. By shooting the MCT he can kill a building in FIVE CLIPS. He also does NOT have 3 timed C4 as the Readme Suggests. -The Temple of Nod, COnstruction Yard, and COmmunications Center in Warzone are all pushed into the wall and are hardly visible. The Comm center is totally in the wall and you cannot see it, NOR get the Airstrike Beacon. -The Visceroid bots do nothing. They don't even attack or defend themselves. There is definatly much more problems, but I was so stunned at the lackluster effort you put into X9 I stopped playing it. I'm sorry, I hate to bash this mod. Tiberian Evolution was my favorite mod out there. But X9 just plain sucks.... Stick with X7a. Its the best out there. I thought you got playtesters?? They sure aren't doing there job. How could you let the infinite problems of Warzone be released? I'm sorry. I'm saddened to see X9. [June 24, 2002, 18:47: Message edited by: celica330]
